

FATHOM VS 40TM



DataSoft Inc.[®]
COMPUTER SOFTWARE

DISKETTE
APPLE II[®] OR
APPLE II PLUS[®]
48K

P.O.S.



FATHOMS 40™
A COMPUTER GAME

DataSoft Inc.®
COMPUTER SOFTWARE

DISKETTE
APPLE II® OR
APPLE II PLUS®
48K

DataSoft Inc.®
COMPUTER SOFTWARE

FATHOMS 40™



DataSoft Inc.[®]
COMPUTER SOFTWARE

DISKETTE
APPLE II[®] OR
APPLE II PLUS[®]
48K

PATHFINDERS
A COMPUTER
40TM
GAME



DataSoft Inc.
COMPUTER SOFTWARE

DataSoft Inc.
COMPUTER SOFTWARE

Gradius

DATA GOLFING
COMPUTER SOFTWARE

FATHOMS 40

BY BARRY TUNNEY

DIVE! DIVE! DIVE! The alarm sounds. Darkness is almost unbearable. Deep beneath the ocean's surface, you wait it out. Sweat begins to stream. Can your U-Boat take the pressure? Will your steel-eyed crew crack under stress?

A full convoy Allied destroyers and tankers are passing by overhead. Then, suddenly, depth charges explode all around you! Shock waves rock the submarine. But you're not frightened. After all, you're the Captain!

Fathoms 40 realistically simulates the operations of a Mark XXI U-Boat in the last, desperate days of WWII. It combines board game strategy with computer animation. With sonar, you'll track the enemy. Using the periscope, you'll chase them through the North Atlantic. Finally, you'll fire torpedoes and blast ships out of their supply routes.

And if you should survive? Congratulations! You'll be awarded the Iron Cross and made an Admiral. Don't let it go to your head, though, for another mission awaits you. To **Fathoms 40**.

Data Golfing
Computer Software
4421 Wilshire Avenue
Beverly Hills, CA 90210
© 1982 Data Golfing, Inc.
All Rights Reserved
Fathoms 40 is a registered trademark of Data Golfing, Inc.
FATHOMS 40 is a registered trademark of Data Golfing, Inc.

DATA GOLFING
COMPUTER SOFTWARE

FATHOMS 40

BY RANDY TUNNEY

DIVE! DIVE! DIVE! The alarm sounds. Darkness
sea is surrounds you. The absolute silence of the
ocean's surface, you wait it out. Sweat begins to
stream. Can your U-Boat take the pressure? Will
your steel-eyed crew crack under stress?
A full convoy Allied destroyers and tankers are
passing by overhead. Then, suddenly, depth
charges explode all around you! Shock waves rock
the submarine. But you're not frightened. After all,
you're the Captain!

Fathoms 40 realistically simulates the opera-
tions of a Mark XXI U-Boat in the last, desperate
days of WWII. It combines board game strategy
with computer animation. Using the periscope, you'll track
the enemy. Using the periscope, you'll chase them
torpedoed and blast ships out of their supply
routes. And if you should survive? Congratulations!
You'll be awarded the Iron Cross and made an ad-
miral. Don't let it go to your head, though, for
another mission awaits you. To Fathoms 40.

Data Golfing
© 1985 Data Golfing, Inc.
All Rights Reserved
Printed in the U.S.A.

FATHOMS 40™

FATHOMS 40™

DIVE! DIVE! DIVE! The alarm sounds. Darkness surrounds you. The absolute silence of the ocean is almost unbearable. Deep beneath the stream, you wait it out. Sweat begins to stream. Can your U-Boat take the pressure? Will your steel-eyed crew crack under stress?

A full convoy Allied destroyers and tankers are passing by overhead. Then, suddenly, depth charges explode all around you! Shock waves rock the submarine. But you're not frightened. After all, you're the Captain!

Fathoms 40 realistically simulates the operations of a Mark XXI U-Boat in the last, desperate days of WWII. It combines board game strategy with computer animation. With sonar, you'll track the enemy. Using the periscope, you'll chase them through the North Atlantic. Finally, you'll fire torpedoes and blast ships out of their supply routes.

And if you should survive? Congratulations! You'll be awarded the Iron Cross and made an Admiral. Don't let it go to your head, though, for another mission awaits you. To **Fathoms 40**.

DataSoft Inc.®
COMPUTER SOFTWARE
9421 Winnetka Avenue
Chatsworth, CA 91311

Datasoft® Is A Registered Trademark of Datasoft Inc.®
Cover Artwork Copyright 1982 by Scott Ross

Printed in
U.S.A.

All Rights
Reserved

FATHOMS 40
COMPUTER SOFTWARE

SW 1100 1100







FATHOMS 40™

BY RANDY TURNER

DIVE! DIVE! DIVE! The alarm sounds. Darkness surrounds you. The absolute silence of the sea is almost unbearable. Deep beneath the ocean's surface, you wait it out. Sweat begins to stream. Can your U-Boat take the pressure? Will your steel-eyed crew crack under stress?

A full convoy Allied destroyers and tankers are passing by overhead. Then, suddenly, depth charges explode all around you! Shock waves rock the submarine. But you're not frightened. After all, you're the Captain!

Fathoms 40 realistically simulates the operations of a Mark XXI U-Boat in the last, desperate days of WWII. It combines board game strategy with computer animation. With sonar, you'll track the enemy. Using the periscope, you'll chase them through the North Atlantic. Finally, you'll fire torpedoes and blast ships out of their supply routes.

And if you should survive? Congratulations! You'll be awarded the Iron Cross and made an Admiral. Don't let it go to your head, though, for another mission awaits you. To **Fathoms 40**.

Datasoft Inc.
COMPUTER SOFTWARE
9421 Winnetka Avenue
Chatsworth, CA 91311
Datasoft® Is A Registered Trademark of Datasoft Inc.®
Cover Artwork Copyright 1982 by Scott Ross

All Rights Reserved Printed in U.S.A.



**If YOU have ideas,
WE'RE ready to listen!**

Datasoft Inc.
COMPUTER SOFTWARE

Datasoft Inc.
COMPUTER SOFTWARE
© 1982 SER. # B-87939
FATHOMS 40
APPLE II (48K)

Datasoft Inc.
COMPUTER SOFTWARE

"Software for people who aren't easy to please."
19519 Business Center Drive, Northridge, California 91324

FATHOMS 40 QUICK REFERENCE CARD

STRATEGIC MODE:

- N** Moves Sub 9 Knots (Normal Running)
- H** Changes Course Heading (On Compass)
- H** Halts Sub
- B** Docks Sub At Brest

TACTICAL MODE:

- S** Moves Sub 5 Knots (Silent Running)
- N** Moves Sub 9 Knots (Normal Running)
- E** Moves Sub 18 Knots (Emergency Running)
- H** Halts Sub
- D** Dive
- C** Climb
- SPACE BAR** Stops Dive Plane (Stabilizes Sub When Diving)
- H** Changes Course Heading
- P** Raises and Lowers Periscope
- U** Raises Schnorkel (Sub Runs on Diesel Engines)
- L** Lowers Schnorkel (Sub Runs on Batteries)
- B** Charges Batteries
- R** Reloads Torpedoes
- CTRL E** Escape to Strategic Mode (When All Ships Are Off Sonar Screen)

JOYSTICK Controls Periscope Direction
RED BUTTON Fires Torpedoes

DAMAGE REPORTS:

CONTROL ROOM FLOODED: Sub Will Not Dive **D** And Will Not Fire Torpedoes (Red Button)

ENGINE ROOM FLOODED: Will Not Run With Schnorkel Up **U** And Will Not Charge Batteries

BATTERY ROOM FLOODED: Will Not Run With Schnorkel Down **L**

TORPEDO ROOM FLOODED: Can't Fire Torpedoes (Red Button)

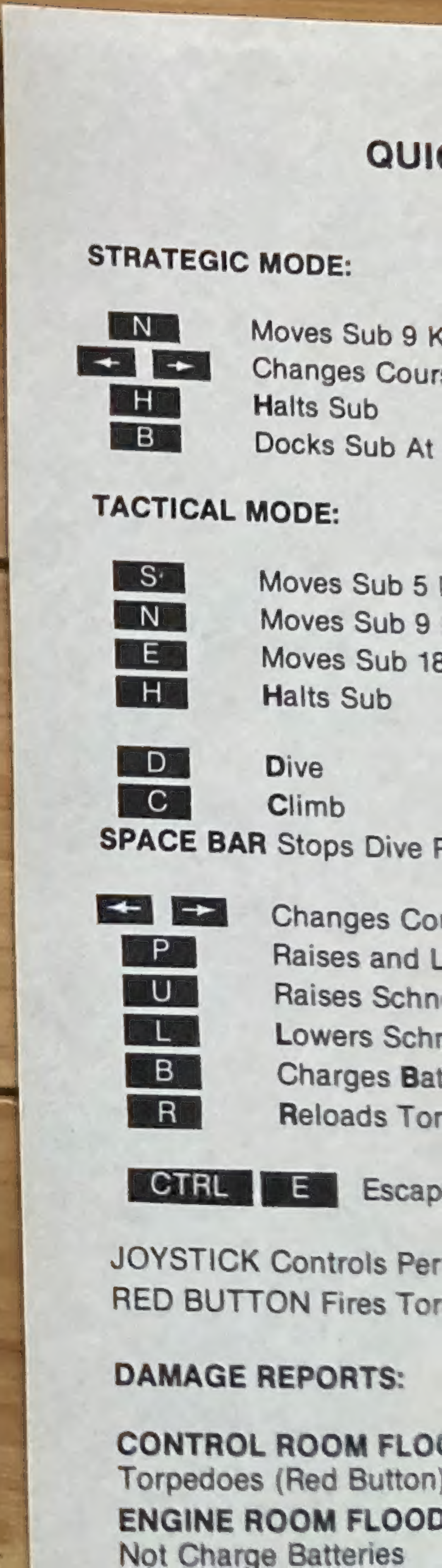
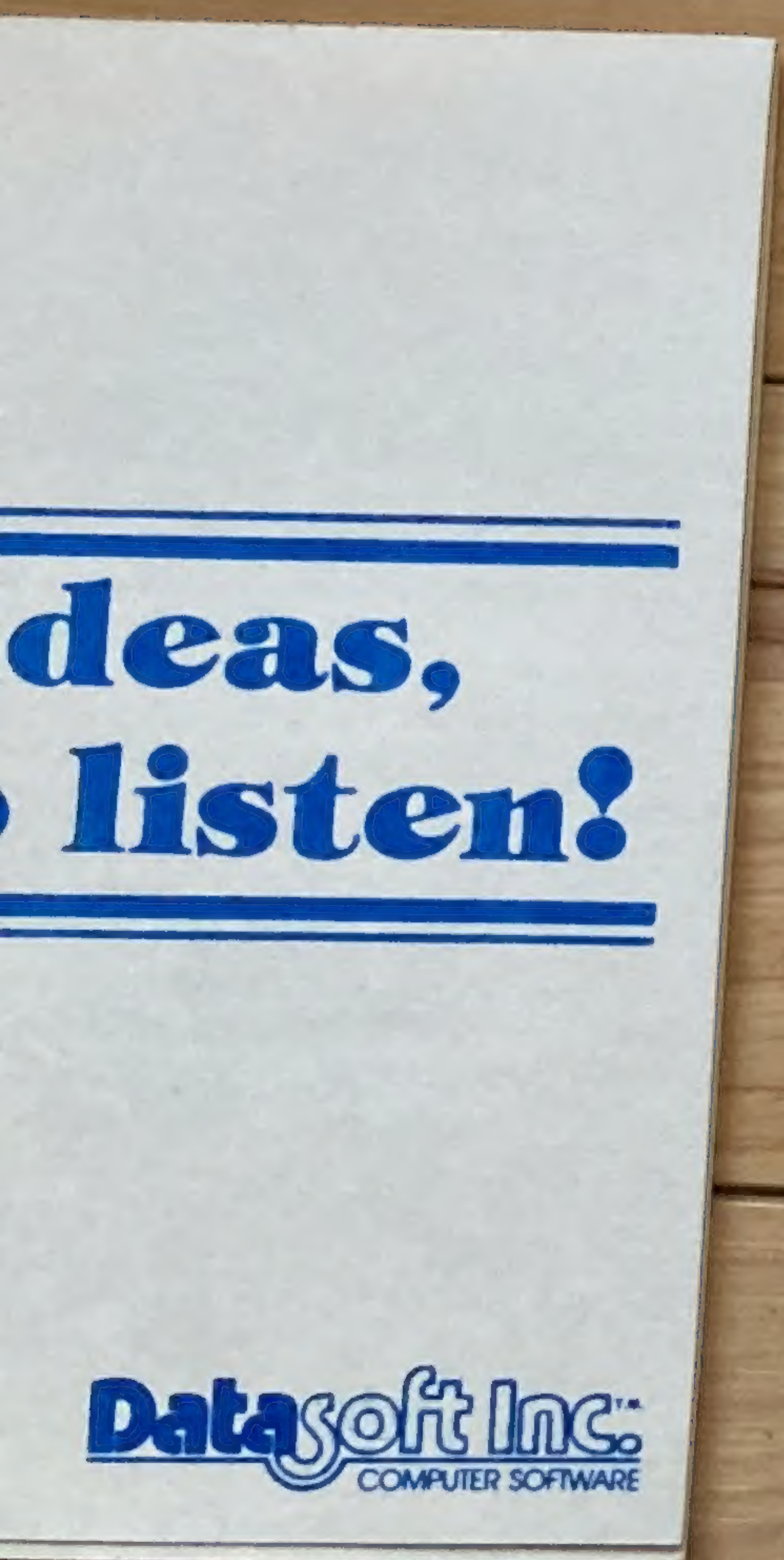
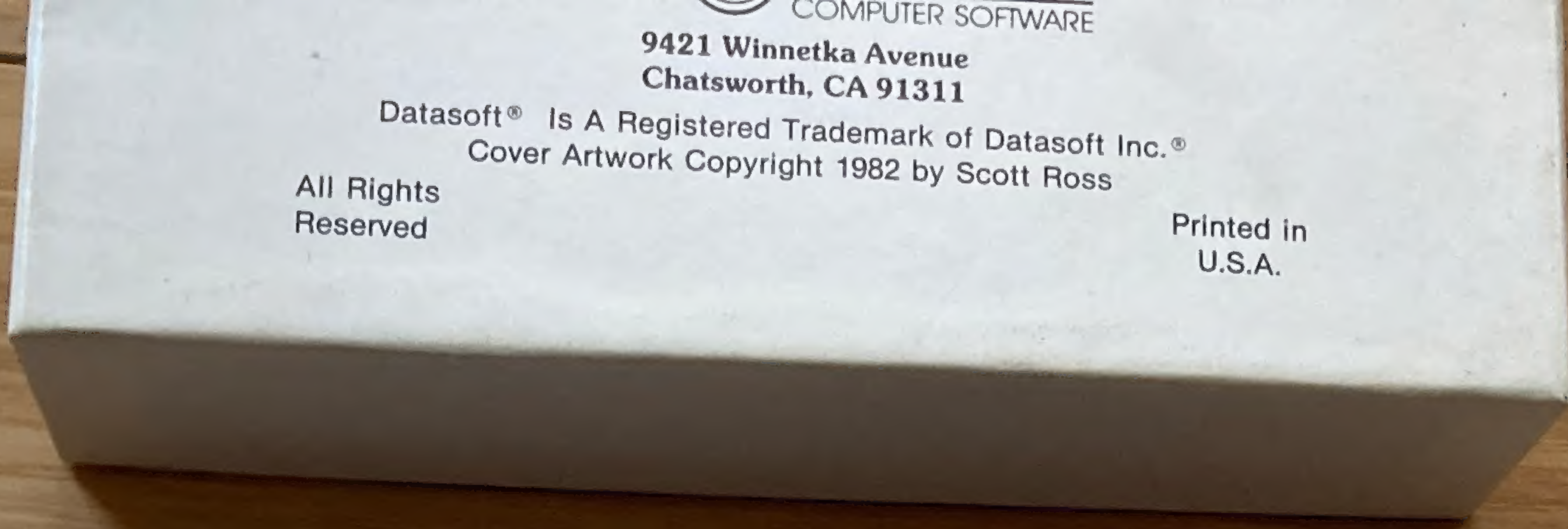
RUDDER JAMMED: Can't Change Course Heading **H**

PERISCOPE JAMMED: Can't Use Periscope (Joystick)

DIVE PLANES JAMMED: Can't Stabilize Sub When Diving Or Climbing (Space Bar)

TORPEDO TUBES JAMMED: Can't Fire Torpedoes (Red Button)

ALL DAMAGES CAN BE REPAIRED BY ESCAPING TO STRATEGIC MODE **ESC E** AND DOCKING AT BREST **B**



KEY COMMANDS: (continued)

← This key causes the diamond to move in a counterclockwise direction.

The diamond will stop at eight positions on the compass corresponding to the directions North, Northeast, East, Southeast, South, Southwest, West, and Northwest. The U-Boat's movement across the screen while under power is directly related to the diamond's position on the compass face.

N Press this key to start your sub moving in the direction indicated by the compass diamond at Normal speed (9 knots). Avoid heading into land. An audible beep will sound if this happens, prompting you to change direction.

H Press this key to Halt your sub anytime while in the Strategic Mode. You may halt your U-Boat in a designated shipping lane and wait for an enemy convoy. While stopped, the digital fuel gauge will run at a decreased rate.

B Press this key when returning from the Tactical Mode to dock your sub at Brest for repairs, rearmament, and refueling. You must travel east into Brest and press the key as you hit land. The repairs will be made automatically.

STRATEGY:

All convoys are randomly generated. The ships travel at half the speed of your U-Boat. You are given anywhere between 12,000 and 22,000 gallons of fuel per mission depending on how far away the special convoy route is (marked in purple). If you should run out of fuel while chasing a convoy, the game will end because you're dead. Travel directly over the dotted shipping lines in order to locate a convoy. Follow Hans' instructions. When located, Hans will reply with:

"HERR KAPITAN,
ENEMY SIGHTED!"

The screen will shift into the TACTICAL MODE.

TACTICAL MODE

The TACTICAL screen includes a sonar display with sweep arm, the battery power level, damage reports (text), periscope, torpedo tubes, and gauges telling you the operational abilities of your U-Boat.

The sonar display is screwed down to the left side of your screen. You and your crew are represented at the center of the display. THE SUBMARINE IS ALWAYS AT THE CENTER. Convoys will enter the sonar display from whatever direction they were coming from in the STRATEGIC MODE (If the convoy was coming from the NORTHWEST in the STRATEGIC MODE, it will be coming from the NORTHWEST in the TACTICAL MODE). The dotted circle is the limit of your torpedo range. Don't shoot at ships unless they're inside the dotted circle. The entire display covers two miles of ocean. The sweep arm will sound a beep when it passes over a ship. To change your sub's direction, press the **←** **→** keys and the rudder blip will move around the edge of the display. The directional headings are the same as on the compass.

Underneath the sonar display is a battery level meter and space for Hans' damage reports. The sub uses up 4 times as much battery power running on emergency speed as on normal speed. Silent running uses no battery power.

The view through the periscope is in the upper right corner of your screen. Your view will be blank when submerged under more than 25 feet of water. At 25 feet, if the scope is up, you'll see the ocean and sky in the direction your sub is heading. The ships of the convoy (Destroyers, Destroyer Escorts, Tankers, and Freighters) will begin appearing on your scope as they pass the dotted line on the sonar display. You'll see stem, stern, starboard, and port views of each ship as they sail into range. The front view is defined by two vertical stripes.

Under the scope is a read-out telling you how many torpedoes you have in service (1 to 6), and six gauges informing you as to the operational abilities of your U-Boat. These gauges (Tubes, Scope, Dive, Batt, Eng, Rud) are green when operational, and red when damaged. The TACTICAL MODE will also read your periscope (up or down), speed (in knots), depth (in feet), and snorkel (up or down).

Datasoft
COMPUTER

© 1982 SER. # B

FATHOMS 40

APPLE II (48K)

Data

"Software for pe
19519 Business Cente

PLANES JAMMED: Can't Stabilize Sub When Diving Or Climbing (Space Bar)
TORPEDO TUBES JAMMED: Can't Fire Torpedoes (Red Button)

ALL DAMAGES CAN BE REPAIRED BY ESCAPING TO STRATEGIC
MODE **ESC** **E** AND DOCKING AT BREST

DataSoft Inc.
COMPUTER SOFTWARE

DISKETTE
APPLE II® OR
APPLE II PLUS®
48K

There's only one opinion that really matters in the future of computers and how we use them . . . Yours!

Making computers accessible to everyone was once only a vague hope of the future. Now it has become a reality which is even now dramatically changing our world, making it a better and more enjoyable environment for everyone. That's why DATASOFT needs your help in choosing the products of tomorrow.

Helping to shape the future can be as simple as filling out the few short questions which you'll be sending in with your warranty card. (Just drop it in the mail . . . we'll pay the postage.) Your ideas will help us in selecting the products that will become the most useful to you.

In return for your help, we'll be able to keep you up to date on what we're doing now, and what we're planning for the future. We'll even let you in on sneak previews of our new releases.

You have the ideas which can help shape the future, and DATASOFT is ready to listen!

WARRANTY CARD

What sort of products would you like to see DATASOFT develop? (Check as many as you like)

- | | | |
|---|---|---|
| <input type="checkbox"/> Children's educational | <input type="checkbox"/> Adult educational | <input type="checkbox"/> Home management |
| <input type="checkbox"/> Games | <input type="checkbox"/> Business | <input type="checkbox"/> Statistical & Mathematical |
| <input type="checkbox"/> Scientific and engineering | <input type="checkbox"/> Computer languages | <input type="checkbox"/> Computer programming aides |

☐ Other Ideas _____

Mr. _____
Name Mrs. _____
Miss _____ Last Name First Middle Initial

Address _____ City _____ State _____ Zip _____

Phone () _____ Age _____ Company _____

Name of product _____ Date purchased _____ Purchased from _____

Catalog number _____ Serial number _____ Type of computer you own _____

Primary use _____ Number of disc drives _____ Additional accessories _____

Had you seen this type of product before? ☐ Yes ☐ No If "yes", where? _____

What in particular did you like (or not like) about our product and why? _____

How would you rate our instructions (documentation) and why? _____

Suggestions _____

☐ Add me to your mailing list ☐ Continue ☐ Change ☐ Delete

B 87939

For extended media life— here's how to take care of your flexible disk



Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
Insert disk carefully.



Magnetic fields erase.
Keep them far away



Keep it safe—
in the envelope
when not in use.



Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 50° C.
50° to 125° F.



DIVE! DIVE! DIVE! The alarm sounds. Darkness surrounds you. The absolute silence of the sea is almost unbearable. Deep beneath the ocean's surface, you wait it out. Sweat begins to stream. Can your U-Boat take the pressure? Will your steel-eyed crew crack under stress?

A full convoy Allied destroyers and tankers are passing by overhead. Then, suddenly, depth charges explode all around you! Shock waves rock the submarine. But you're not frightened. After all, you're the Captain!

Fathoms 40 realistically simulates the operations of a Mark XXI U-Boat in the last, desperate days of WWII. It combines board game strategy with computer animation. With sonar, you'll track the enemy. Using the periscope, you'll chase them through the North Atlantic. Finally, you'll fire torpedoes and blast ships out of their supply routes.

And if you should survive? Congratulations! You'll be awarded the Iron Cross and made an Admiral. Don't let it go to your head, though, for another mission awaits you. To **Fathoms 40**.

DataSoft Inc.
COMPUTER SOFTWARE

9421 Winnetka Avenue
Chatsworth, CA 91311

DataSoft® Is A Registered Trademark of DataSoft Inc.®
Cover Artwork Copyright 1982 by Scott Ross

All Rights
Reserved

Printed in
U.S.A.

DataSoft Inc.
COMPUTER SOFTWARE

9421 Winnetka Avenue
Chatsworth, CA 91311

For extended media life—
here's how to take care of your flexible disk



Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
Insert disk carefully.



Magnetic fields erase.
Keep them far away



Keep it safe—
in the envelope
when not in use.

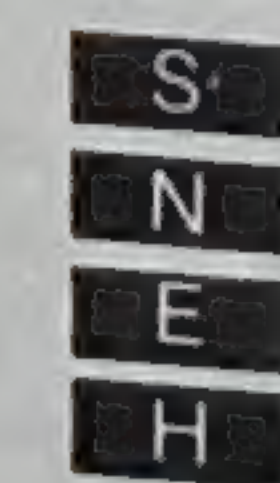
FATHOMS 40 QUICK REFERENCE CARD

STRATEGIC MODE:



Moves Sub 9 Knots (Normal Running)
Changes Course Heading (On Compass)
Halts Sub
Docks Sub At Brest

TACTICAL MODE:

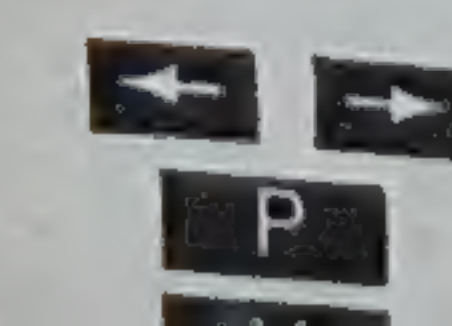


Moves Sub 5 Knots (Silent Running)
Moves Sub 9 Knots (Normal Running)
Moves Sub 18 Knots (Emergency Running)
Halts Sub



Dive
Climb

SPACE BAR Stops Dive Plane (Stabilizes Sub When Diving)



Changes Course Heading
Raises and Lowers